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ETERNAL CHAMPIONS SPECIAL

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- 3 SIZZLIN' STRIPS!
- EVERY CHARACTER - EVERY MOVE!
- HOW THE GAME WAS MADE!

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Time Lines

Welcome to a new era in action and adventure - welcome to the **Eternal Champions Special.** Journey with me now into the events that created the hottest new fighting team in history!

PAST

In January 1994 Sega blasted the **Eternal Champions** game into the hands of Mega Drive owners all over the world. This was a fighting game with a difference; not just another coin-op conversion but a whole new game created specially for the home video game consoles.

It also introduced nine amazing new characters all with detailed background histories and incredible abilities. What was more they came from different time periods in history - combining to form the most unique fighting team ever.

PRESENT

The Eternal Champions have already outgrown their game. First came the sensational **Eternal Champions** comic strip in **Sonic The Comic**, Britain's top-selling official Sega comic, and now they star in their very own Special.

This is your chance to meet the Champs in three brand-new comic stories, including the never-before-told origin, plus their own individual, detailed biographies. You also get to see the most complete list of game moves and Special Moves seen in any magazine!

FUTURE

What lies in store for the Champions? As far as their comics exploits go, a new series for STC is already in production - the first of many return appearances.

As for their games appearances, check out the 'Genesis of The Champions' feature beginning on page 24. Michael Latham, producer of the game, drops some mouthwatering hints about new **Eternal Champions** games.

What about another **Eternal Champions Special**? Well, this one's up to you. Write and let us know what you think of this one and what you'd like to see in any further **E.C. Specials**. After all, the future *is* in your hands!

Eternally Yours,

THE ETERNAL EDITOR

CHAMPIONS ALL!
Editor: Richard 'Xavier' Burton
Sub-Editor: Deborah 'Shadow' Tate
Design: Clare 'Blade' Gillmore
Cover: Jon 'RAX' Haward
Back cover: Cliff 'Midknight' Robinson
Features: Vincent 'Trident' Lowe
Publisher: Chris 'Slash' Power
Managing Editor: Steve 'Jetta' MacManus
Eternal Champions Special - Spring 1994. Published by Fleetway Editions, Egmont House, 25-31 Tavistock Place, London WC1H 9SU. Eternal Champions Special must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Alloa Printing & Publishing Co., Alloa. Origination by David Bruce Graphics, London. Copyright © Fleetway Editons Ltd., 1994. Copyright © Sega Enterprises Limited, licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Distribution: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel. 0895 444055. ISSN 1353 0828.

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Each Champion in detail plus the first ever **Definitive Moves Summary**! With nearly 40 moves and Special Moves for each character it was impossible to fit them into the game's manual. **E.C. Special** brings you *every* move for *every* character.

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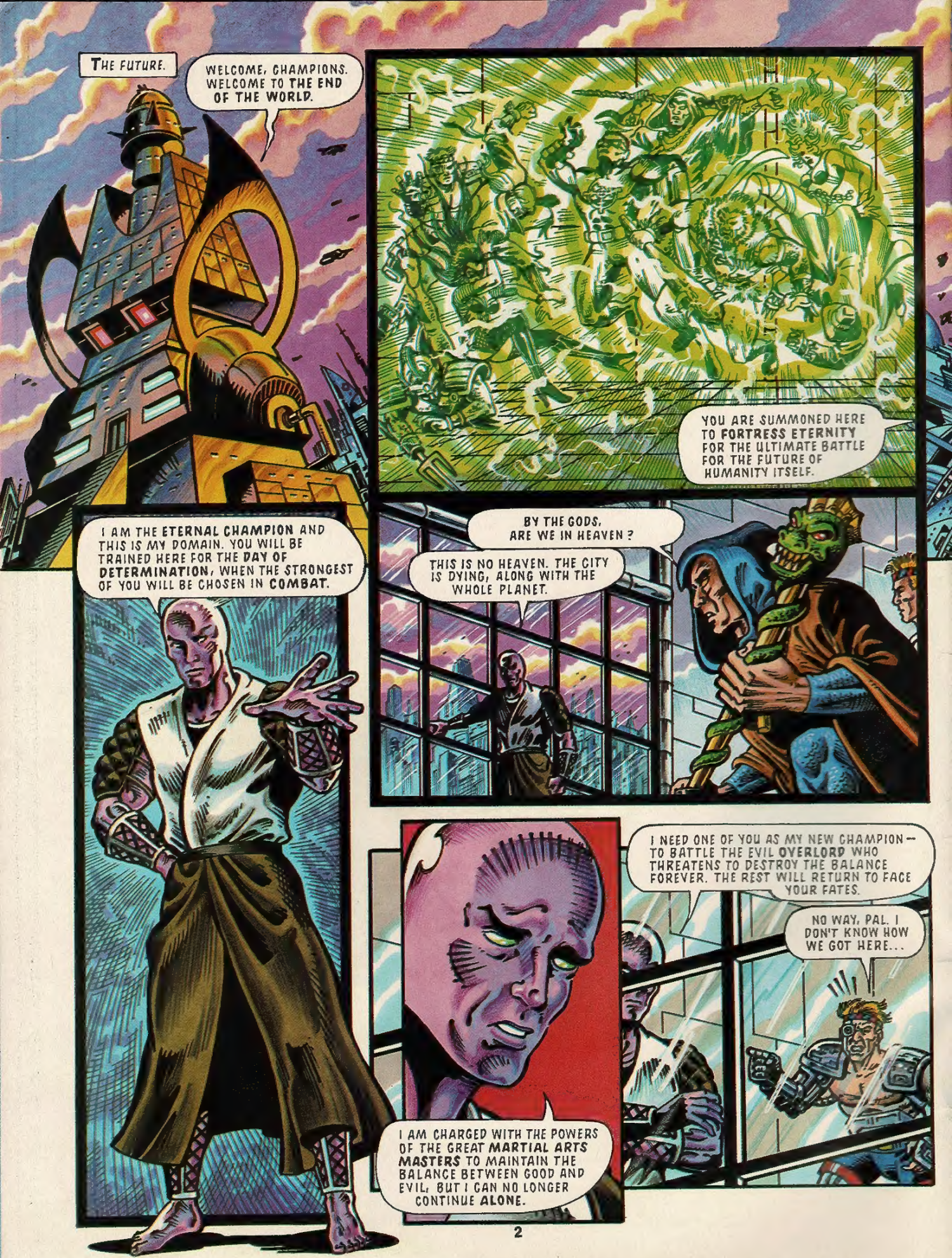
24 **GENESIS OF THE CHAMPIONS**
E.C. Special meets Michael Latham, project leader for the **Eternal Champions** game at Sega of America. Find out how the game was created, how all the moves were decided on and what future plans there are for the **Eternal Champions**.

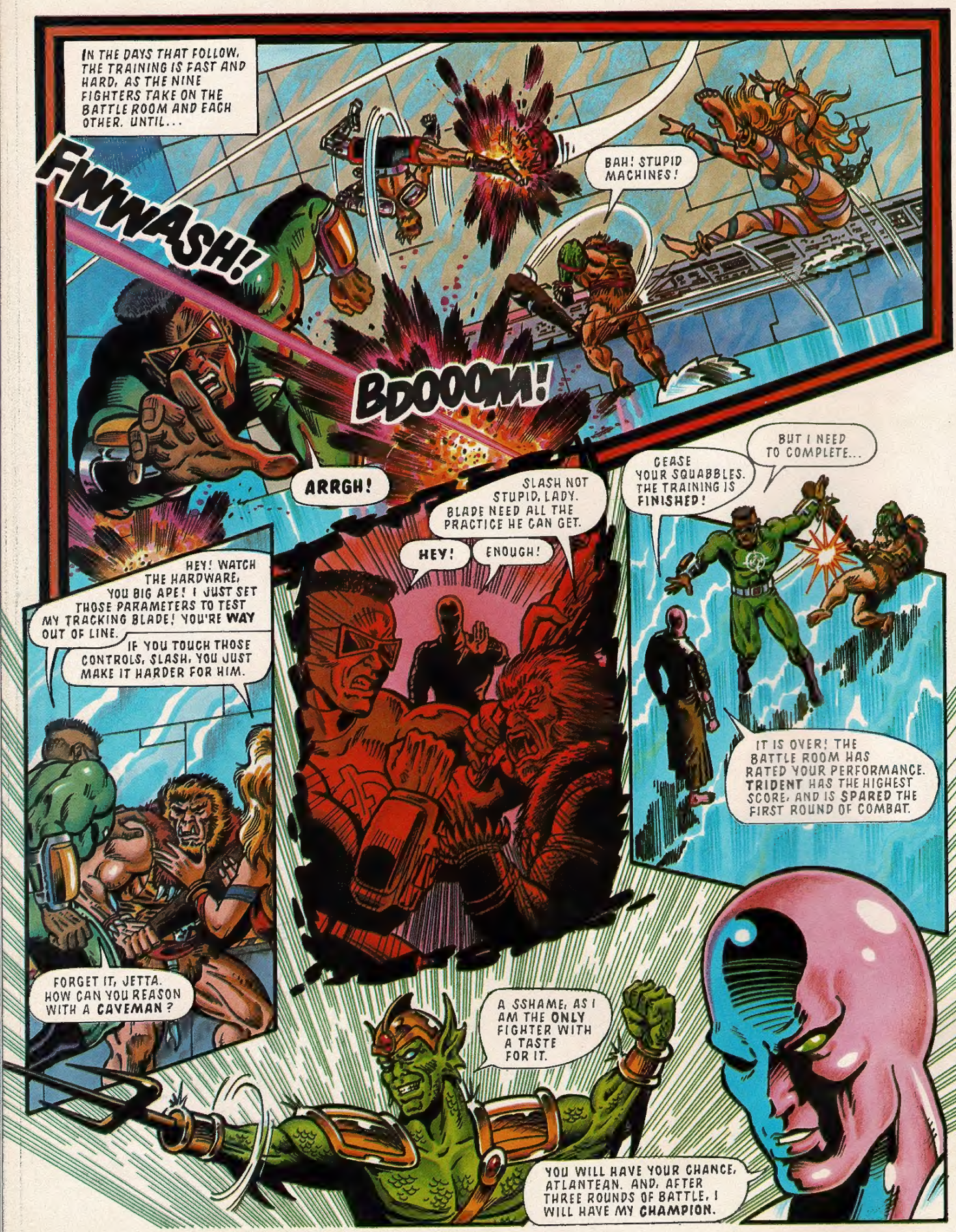
ETERNAL
CHAMPIONS
2030 AD. BOUNTY HUNTER JONATHAN BLADE IS FELLED BY A DEADLY PLAGUE.
699 BC. INTELLIGENT PRE-MAN SLASH IS STONED BY A SUPERSTITIOUS TRIBE.
1994 AD. NINJA ASSASSIN SHADOW YAMOTO PLUNGES FROM A TOKYO TOWER BLOCK.
1899 AD. ACROBAT AND REVOLUTIONARY JETTA MAXX'S HIGH WIRE ACT ENDS IN SABOTAGE.
1692 AD. WARLOCK AND SCIENTIST XAVIER IS BURNT AT THE STAKE.
2345 AD. CYBER-FIGHTER R.A.X. COSWELL'S BIO-MECHANICS SELF-DESTRUCT.
110 BC. BIO-ENGINEERED GLADIATOR TRIDENT IS CRUSHED IN THE FALL OF ATLANTIS.
ACROSS THE CENTURIES, NINE GREAT FIGHTERS FACE DEATH IN NINE DIFFERENT WAYS, BUT ARE DESTINED TO SHARE A COMMON END.
FOR THESE NINE CHAMPIONS...
DEATH ISN'T FOREVER
1920 AD. EX-CAT BURGLAR LARGEN TYLER IS EXECUTED BY A CRIME BOSS.
2101 AD. VAMPIRE BIO-CHEMIST MIDKNIGHT CAN'T SURVIVE A STAKE THROUGH THE HEART.

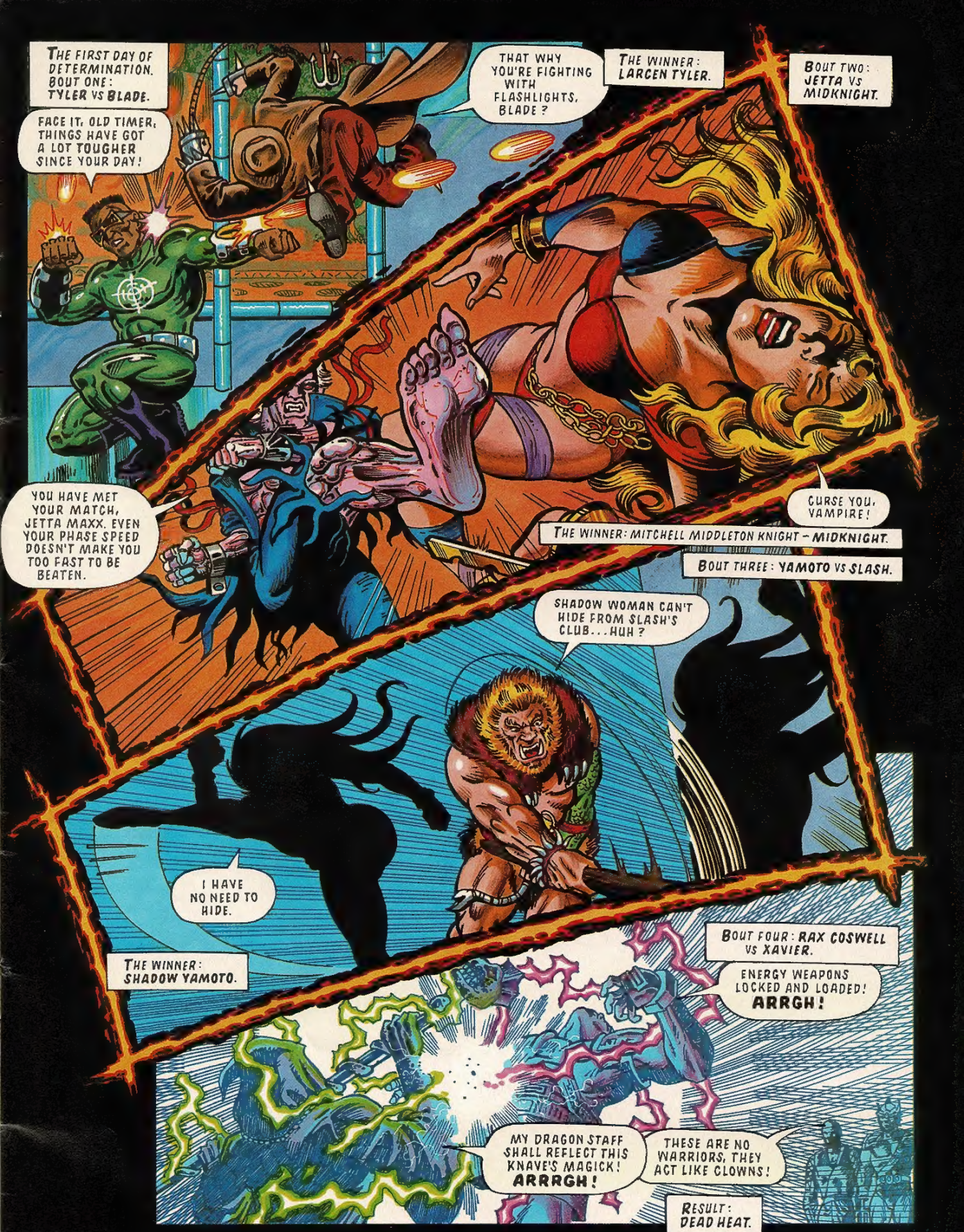

THE FUTURE.
WELCOME, CHAMPIONS. WELCOME TO THE END OF THE WORLD.
YOU ARE SUMMONED HERE TO FORTRESS ETERNITY FOR THE ULTIMATE BATTLE FOR THE FUTURE OF HUMANITY ITSELF.
I AM THE ETERNAL CHAMPION AND THIS IS MY DOMAIN. YOU WILL BE TRAINED HERE FOR THE DAY OF DETERMINATION, WHEN THE STRONGEST OF YOU WILL BE CHOSEN IN COMBAT.
BY THE GODS, ARE WE IN HEAVEN?
THIS IS NO HEAVEN. THE CITY IS DYING, ALONG WITH THE WHOLE PLANET.
I AM CHARGED WITH THE POWERS OF THE GREAT MARTIAL ARTS MASTERS TO MAINTAIN THE BALANCE BETWEEN GOOD AND EVIL, BUT I CAN NO LONGER CONTINUE ALONE.
I NEED ONE OF YOU AS MY NEW CHAMPION — TO BATTLE THE EVIL OVERLORD WHO THREATENS TO DESTROY THE BALANCE FOREVER. THE REST WILL RETURN TO FACE YOUR FATES.
NO WAY, PAL. I DON'T KNOW HOW WE GOT HERE...

...BUT IF YOU WANT TO DO ANY MORE ETERNALISING, YOU GET ME RIGHT BACK TO THE CYBERDOME.
RAX COSWELL, YOUR SKILL AS A CYBER-FIGHTER IS MUCH ACCLAIMED, BUT YOUR LISTENING SKILLS ARE CLEARLY LACKING.
WHA...?
YOU ARE IN NO POSITION TO DEMAND ANYTHING.
IF YOU BEAT YOUR COMRADES IN COMBAT, THEN YOU WILL HAVE BEATEN YOUR DESTINY AND WILL LIVE TO FIGHT FOR THE FUTURE.
AFTER THAT DISPLAY, I SUGGEST YOUR CHANCES ARE SLIM.
NOW GO, ALL OF YOU. YOU MUST PREPARE FOR THE DAY OF DETERMINATION.

NEXT MORNING. THE BATTLE ROOM. SHADOW YAMOTO HONES THE FIGHTING MOVES THAT COULD SAVE HER LIFE.
BKKOW!
THOOM!
YAH!
NICE MOVES, LADY.
WHO'S THERE? REVEAL YOURSELF — OR FACE THE STEEL OF MY TWIRLING FAN ATTACK!
GIVE THE LADY A BIG HAND! JUST COME TO CHECK OUT THE OPPOSITION.
IT IS FORTUNATE YOU HAVE MADE YOURSELF KNOWN. TAIJUTSU IS A DEADLY ART.
CLAP! CLAP
BIG DEAL. WE'RE ALREADY SUPPOSED TO BE DEAD, AIN'T WE? DON'T SEEM TOO BAD TO ME.
OUR UNTIMELY DEMISE IS NO REASON FOR HUMOUR, TYLER.
YAMOTO IS RIGHT. DEATH IS NO LAUGHING MATTER.

I'VE SPENT A LIFETIME CONTROLLING A VAMPIRE'S URGE TO KILL. IT HAS BEEN... HARD. SO VERY HARD.
OK, OK. BAD JOKE. BELIEVE ME, I AIN'T NO KILLER EITHER.
YET THIS 'ETERNAL CHAMPION' TREATS THE ESCAPE FROM DEATH AS A FAVOUR TO BE GRANTED TO HIS CHOSEN WARRIOR.
WHEN HE COULD ENLIST US ALL IN THE BATTLE TO SAVE THE FUTURE OF HUMANITY!
YOU HUMANSS DO NOTHING BUT BABBLE! MOVE ASSIDE! THISS BATTLE ROOM ISS ONLY FOR TRUE WARRIORSS!
PAH! HOW CAN I FIGHT WHEN I CANNOT FATHOM THISS MECHANICAL CONTRIVANCE!
SIMPLE HUMAN TECHNOLOGY, TRIDENT. ALLOW ME.
WE ARE BATTLING FOR OUR HONOUR AND OUR LIVESS. WE SHOULD HAVE NO FEARS IN FIGHTING TO THE DEATH!


IN THE DAYS THAT FOLLOW, THE TRAINING IS FAST AND HARD, AS THE NINE FIGHTERS TAKE ON THE BATTLE ROOM AND EACH OTHER. UNTIL...
FWWASH!
BAH! STUPID MACHINES!
BDOOOM!
ARRGH!
SLASH NOT STUPID, LADY. BLADE NEED ALL THE PRACTICE HE CAN GET.
HEY!
ENOUGH!
HEY! WATCH THE HARDWARE, YOU BIG APE! I JUST SET THOSE PARAMETERS TO TEST MY TRACKING BLADE! YOU'RE WAY OUT OF LINE.
IF YOU TOUCH THOSE CONTROLS, SLASH, YOU JUST MAKE IT HARDER FOR HIM.
FORGET IT, JETTA. HOW CAN YOU REASON WITH A CAVEMAN?
CEASE YOUR SQUABBLES. THE TRAINING IS FINISHED!
BUT I NEED TO COMPLETE...
IT IS OVER! THE BATTLE ROOM HAS RATED YOUR PERFORMANCE. TRIDENT HAS THE HIGHEST SCORE, AND IS SPARED THE FIRST ROUND OF COMBAT.
A SSHAME, AS I AM THE ONLY FIGHTER WITH A TASTE FOR IT.
YOU WILL HAVE YOUR CHANCE, ATLANTEAN. AND, AFTER THREE ROUNDS OF BATTLE, I WILL HAVE MY CHAMPION.


THE FIRST DAY OF DETERMINATION. BOUT ONE: TYLER VS BLADE.
FACE IT, OLD TIMER, THINGS HAVE GOT A LOT TOUGHER SINCE YOUR DAY!
THAT WHY YOU'RE FIGHTING WITH FLASHLIGHTS, BLADE?
THE WINNER: LARCEN TYLER.
BOUT TWO: JETTA VS MIDKNIGHT.
YOU HAVE MET YOUR MATCH, JETTA MAXX. EVEN YOUR PHASE SPEED DOESN'T MAKE YOU TOO FAST TO BE BEATEN.
CURSE YOU, VAMPIRE!
THE WINNER: MITCHELL MIDDLETON KNIGHT – MIDKNIGHT.
BOUT THREE: YAMOTO VS SLASH.
SHADOW WOMAN CAN'T HIDE FROM SLASH'S CLUB... HUH?
I HAVE NO NEED TO HIDE.
THE WINNER: SHADOW YAMOTO.
BOUT FOUR: RAX COSWELL VS XAVIER.
ENERGY WEAPONS LOCKED AND LOADED! ARRGH!
MY DRAGON STAFF SHALL REFLECT THIS KNAVE'S MAGICK! ARRRGH!
THESE ARE NO WARRIORS, THEY ACT LIKE CLOWNS!
RESULT: DEAD HEAT.

IN FOUR SHORT BOUTS, THE FATE OF FIVE CHAMPIONS IS DECIDED.
THEY WILL RETURN TO FACE THE DEATHS FATE HAD PLANNED FOR THEM.
YET STILL THEY COULD BE OF SERVICE IN THE BATTLE AGAINST EVIL.
THE TIME STREAM IS NOT A TOY TO BE PLAYED WITH AT WILL. THE DEATHS OF THESE CHAMPIONS SERVES TO MAINTAIN THE BALANCE OF HISTORY.
'CHAMPIONSS'? THEY WERE UNWORTHY OF THE NAME!
NO, TRIDENT. THEY FOUGHT BRAVELY AND WELL. BUT TO AVOID THEIR ULTIMATE FATE, YOU MUST ALL BATTLE HARDER.
ON THE EVE OF THE FINAL BATTLES A PACT IS SEALED.
THEN IT'S AGREED. A TEAM OF CHAMPIONS CAN DEFEAT THE OVERLORD BETTER THAN ANY ONE FIGHTER.
BUT TRIDENT WON'T AGREE. NOT WHEN HE CAN BE CHOSEN ON HIS OWN.
THEN WE CAN ONLY DEFY THE ETERNAL CHAMPION BY BEATING TRIDENT AND STANDING TOGETHER.
HEY, THAT'S EASY FOR US TO SAY, MIDKNIGHT. BUT WE DON'T HAVE TO SLUG IT OUT WITH OLD FISH-HEAD.

THE FINAL DAY OF DETERMINATION. TRIDENT BATTLES SHADOW YAMOTO FOR A CHANCE TO FIGHT IN THE GRAND DECIDER.
EEARGHH!
SSUBMIT AND I WILL SSPARE YOU ANY MORE AGONY. YOU CANNOT COMPETE WITH MY STRENGTH.
I FIGHT FOR ALL MY FELLOW ATLANTEANS, SSLAIN BY YOU TREACHEROUS HUMANSS IN PURSUIT OF POWER.
YOU CANNOT BLAME ALL HUMANITY FOR THE CRIMES OF A FEW.
THE CRIMES OF HUMANITY DID NOT SSTOP WITH THE DESTRUCTION OF ATLANTI-
ARRGH!
WHICH IS WHY WE MUST WORK TOGETHER WITH THE ETERNAL CHAMPION
ONLY THEN CAN WE PREVENT THE EVIL OVERLORD FROM DESTROYING THE REMNANTS OF THE HUMAN SPIRIT.

YOU HAVE DONE WELL, YAMOTO. THE ATLANTEAN IS BEATEN AND WILL BE RETURNED TO DIE IN HISTORY.
THEN I HAVE HIS BLOOD ON MY HANDS. I HAVE NO WISH TO FIGHT FOR HIS DEATH OR ANY OTHER. IT IS A QUESTION OF HONOUR.
VERY WELL. THEN THE CONTEST WILL CONTINUE WITHOUT YOU.
NO, WE'RE ALL AGREED. WE AIN'T FIGHTING NO MORE. AIN'T THAT RIGHT, MIDKNIGHT ?
"MIDKNIGHT ?"
THE HUNGER
I CANNOT CONTROL IT. THE SIGHT OF BLOOD... I AM HELPLESS. I'M SORRY.
YOU ANIMAL! YOU AGREED...
YOU CANNOT UNDERSTAND, TYLER. FOR A CENTURY I HAVE CONTROLLED THE HUNGER.
YET THE SIGHT OF TRIDENT'S BLOOD, AND THE THREAT TO MY OWN LIFE MAKES ME TEMPTED TO FIGHT TO THE DEATH.
THEN BRACE YOURSELF, BUDDY. I'LL MAKE THIS QUICK.
BEN HAWARD

NO, TYLER. YOU ARE ONLY HUMAN...
..BUT I HAVE THE POWER AND THE CURSE OF THE VAMPIRE!
MIDKNIGHT STOP.
ENOUGH! HE IS BEATEN. MIDKNIGHT, YOU HAVE EARNED THE RIGHT TO FIGHT FOR THE TITLE OF ETERNAL CHAMPION.
SEE YOU IN HELL
SHADOW YAMOTO. DO YOU ACCEPT THE CHALLENGE?
IN THE CIRCUMSTANCES, MY HONOUR DEMANDS IT.
THEY WERE NINE AT FIRST. NINE GREAT FIGHTERS BRAVE AND TRUE.

NOW THERE ARE TWO. THE NINJA ASSASSIN VERSUS THE VAMPIRE. THE TWENTIETH CENTURY AGAINST THE TWENTY-FIRST
THE BATTLE IS FIERCE AND SILENT, DRAWING ON SKILLS HONED AND POLISHED AFTER YEARS OF DEDICATED TRAINING.
FOR MIDKNIGHT, THE LIFE DRAIN THE BEDAZZLE ATTACK, THE CEILING RAM.
FOR SHADOW, THE FAN ATTACK, THE HIGH KICKS, THE ESCAPE INTO SHADOW FORM.
UNTIL, FINALLY, THE DIFFERENCE BETWEEN THEM IS NO MORE THAN A WHISPER.
THE DIFFERENCE BETWEEN A NINJA'S HONOUR...

. . AND A VAMPIRE'S RAGE.
SHE IS FINISHED.
NO
WHILE HER HEART STILL BEATS, SHE REMAINS A THREAT. KILL HER, IF YOU ARE TO BE MY ETERNAL CHAMPION
I CAN'T. SHE DOESN'T DESERVE THIS...
SHE IS TO BE RETURNED TO THE TIME STREAM. HER DEATH IS ALREADY ASSURED.
NO. I WON'T.
TODAY, I HAVE BETRAYED ONE COMRADE-AT-ARMS. I SHALL BETRAY NO MORE. WE WISHED TO FIGHT TOGETHER AGAINST THE EVIL OVERLORD.
IF WE CANNOT, THEN LET THE CHAMPION BE SHADOW YAMOTO.
VERY WELL. THE CONTEST IS OVER. THE BATTLES ARE COMPLETE. COME.

THE HEART OF FORTRESS ETERNITY...
IN THE STRUGGLE AGAINST THE OVERLORD, I NEED CHAMPIONS WHO ARE NOT ONLY STRONG IN BATTLE, BUT WHO WILL FIGHT ONLY FOR THE FORCES OF GOOD.
YOU HAVE PROVED WORTHY OF THE HONOUR. IN SPURNING DEATH AND CHOOSING LIFE, YOU HAVE BOTH FOUND THE WAY TO WISDOM AND HUMANITY.
NOW YOU HAVE LEARNED THIS LESSON, YOU MUST SHARE IT WITH YOUR COMRADES. THEY WILL NOT ALL READILY AGREE BUT IT IS YOUR CHALLENGE TO PERSUADE THEM.
THE GREAT WARRIORS SHALL BE SUMMONED ONCE MORE TO FIGHT FOR GOOD IN AN EVIL WORLD
TOGETHER YOU SHALL BE THE ETERNAL CHAMPIONS.
JON HAWARD

AND SO IT BEGINS. FOLLOW THE ETERNAL CHAMPIONS IN EVERY ISSUE OF SONIC THE COMIC!

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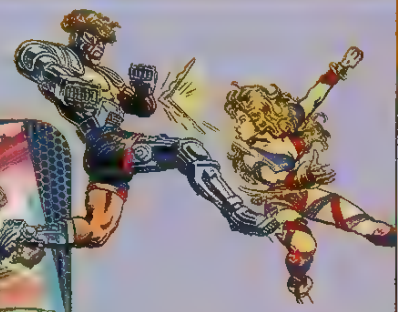

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CHAMP STATS

LARCEN

Larcen's Power Swmep

Larcen vs. Rax

FULL NAME:
LARCEN TYLER

FORMER OCCUPATION:
Cat burglar, petty criminal.

FIGHTING STYLE:
Preying Mantis Kung Fu.

TIME ZONE OF ORIGIN:
20th Century

ORIGINAL DESTINY:
Executed by crime bosses; Chicago, 1920 A.D.

BACKGROUND: Living in an era of organised crime and gangland bosses Larcen Tyler learnt his illegal trade under the wing of Mr Tagliani, one of the most powerful of the crime syndicate bosses. Larcen, however, had one serious 'flaw' in the eyes of his criminal masters - he would not kill. Instead he used martial arts moves to immobilise his attackers.

When asked to secretly take a package to the head of another crime syndicate, supposedly recovering in a hospital, he instead found the incorruptible chief of police there. Realising he'd been set up, Larcen tried to throw the package out of the window. But it was too late.

The bomb killed Larcen, the police chief, and most of the people in the hospital.

APPEARANCE: Looks like a typical private detective of the period - save for 'cat's claw' hand weapons, grappling hook and shoe blades.

MANNERISIMS: Chews gum. Watches everything like a hawk.

LIKES: Jetta Maxx - a lot. She admires him for his un-swerving refusual to kill, unless he really has to. He admires her for her revolutionary ideals and hatred of tyranny. Larcen keeps himself to himself most of the time, and is neither liked nor disliked by the rest of the Champions.

DISLIKES: Hates pasta, especially tagliatelle, as it reminds him of his old boss. Usually calm and unflappable. Larcen has developed a neuroses about sudden loud bangs or explosions - it sets him trembling every time. "I got blown to *@?%' once", he'll mutter under his breath when asked about it.

LARCEN: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Feeler Finger Damage 5%	Round House Back Fist Damage 8%	Outward Low Crouch Punch Damage 6%	Open Hand Leap Punch Damage 7%	Back Hand Strike Damage 7%
BUTTON Y	Crane Stance Backfist Damage 8%	Open Hand Fist Punch Damage 8%	Inward Kneel Crouch Punch Damage 9%	Extended Down Fist Punch Damage 8%	Extended Down Fist Punch Damage 9%
BUTTON Z	Full Punch Damage 12%	Tiger Claw Punch Damage 11%	Upper Cut Crouch Punch Damage 11%	Thrust Up Crouch Punch Damage 11%	Hammer Fist Damage 13%
BUTTON A	Knee Kick Damage 5%	7 Star Kick Damage 5%	Grappling Hook Sweep Shot Damage 6%	Backflip Shoe Knife Flip Damage 5%	Flying Knee Jump Damage 7%
BUTTON B	Chest Kick Damage 9%	Outside Crescent Kick Damage 10%	Standard Sweep Drop Damage 8%	Flying Ax Kick Damage 9%	Flying Forward Kick Damage 10%
BUTTON C	Side Hook Roundhouse Damage 12%	High Kick Damage 11%	Whirlwind Sweep Drop Damage 10%	Spinning Back Kick Damage 11%	Flying Forward Kick Damage 12%

SPECIAL MOVES

CEILING CRAWL 0%
Press down for one second, then up + button C

CEILING DROP 25%
Down+Y+Z

AIR SWEEP 15%
Buttons A+C

LONG DISTANCE SWEEP 15%
Move back for half a second, forward +Z

POWER SWEEP 18%
Buttons A+Y+C for 1.5 seconds

REFLECT BACK
Move away from opponent and press X just before projectile hits. Projectile damage varies.

SAI THROW 11%
Move back for half a second, forward +Y

SWINGING HAMMER FIST 17%
Buttons X+Y+Z

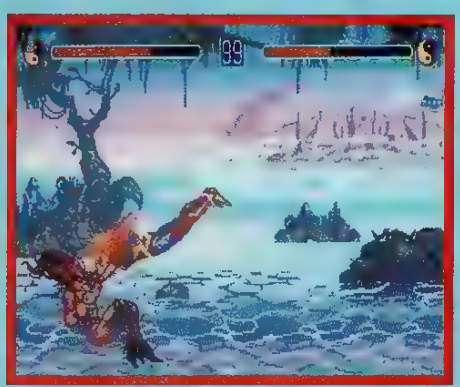
INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

SHADOW

Shadow's Twirling Fan Attack

Shadow vs. Jetta



FULL NAME:
SHADOW YAMOTO

FORMER OCCUPATION:
Corporate assassin.

FIGHTING STYLE:
Taijutsu-Ninjitsu (combines the precursor to judo with the ninja art of invisibility).

TIME ZONE OF ORIGIN:
20th Century (late).

ORIGINAL DESTINY:
Pushed to her death from top floor of office block; Tokyo, 1994 A.D.

BACKGROUND:

A deadly corporate assassin, working for the Black Orchid Corporation. Shadow's job was to liquidate certain individuals whose activities were at odds with the group's international business 'objectives'. She carried out her sinister job without thinking about the morals or ethics of it until she discovered that, should she not complete an assigned to the corporation's satisfaction, another assassin was ready to eliminate her. Disillusioned, Shadow resolved to expose the terrible corruption she saw all round her. But before she can do so she was pushed to her death from the 101st floor of a Tokyo tower block.

APPEARANCE:

Long flowing black hair, black mask over beautiful porcelain features. Her hair and long leather boots conceal many ninja tools and weapons (though quite how is always a mystery!).

MANNERISMS:

She appears coy and mysterious, almost child like quite charming in an innocent schoolgirl kind of way. Naturally, this is all show, for underneath he is ruthless and calculating.

LIKES:

Shadow likes to make fun of Slash and Trident - and in such a way that they don't ever realise she's doing it. As for RAX, well, she teases him cruelly - his discomfort is her amusement. Secretly, however, she is flattered by the attention he gives her. "Heaven forbid that he should find out, though!", she'll say to he friend, Jetta Maxx. Shadow cultivates an air of mystery, shrouding herself in a web of lies and contradictions. Few people ever get to know the real Yamato

DISLIKES:

Since falling from a Tokyo tower block, she has developed a fear of great heights. She particularly dislikes missions in which she has to absail or climb. She also has an unlucky number - 101 (the floor she fell to her death from).

SHADOW: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Clenched Fist Strike Damage 8%	Double Elbow Strike Damage 7%	Straight Punch Inward Hand Damage 4%	Hand Edge Middle Strike Damage 6%	Hand Edge Middle Strike Damage 8%
BUTTON Y	Hand Edge Strike Down Damage 5%	Hand Edge Strike Up Damage 9%	Straight Punch Outer Hand Damage 11%	Upward Clenched Fist Damage 9%	Upward Clenched Fist Damage 7%
BUTTON Z	Thumb Drive Strike Damage 11%	Extended Knuckle Punch Damage 12%	Forward Roll With Punch Damage 11%	Downward Clenched Fist Damage 12%	Downward Clenched Fist Damage 12%
BUTTON A	Hidden Kick Attack Damage 3%	Low Angle Kick Damage 5%	Inward Foot Sweep Damage 4%	Jumping High Kick Damage 4%	Flying Somersault Damage 6%
BUTTON B	Forward Kick Attack Damage 8%	Forward Heal Kick Damage 9%	Forward Roll With Kick Damage 10%	Jumping Hook Kick Damage 8%	Flying Forward Kick Damage 9%
BUTTON C	Spin Around Rear Heal Kick Damage 11%	Spinning Round House Damage 9%	Spinning Split Sweep Damage 10%	Spinning Round Kick Damage 11%	Flying Scissor Kick Damage 10%

SPECIAL MOVES

SHADOW MODE 0%
Buttons A+B+C for 3 seconds

TWIRLING FAN ATTACK UP TO 12%
Move back for half a second, forward +A or B or C

HIGH JUMP ANGLE KICK 12%
Press down , up +B

SMOKE SCREEN 0%
X+Y+Z or A+B or B+C or X+Y or Y+Z

NINJA WEAPONS 11%
Move back for half a second, forward +X or Y

FLYING MINE UZIME - BI 18%
Move back for half a second, forward +Z

FLYING STEP TOBI ASH 8%
Buttons A+B or B+C or A+C

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

TRIDENT

Trident's Spinning Trident Attack

Trident vs. Xavier

FULL NAME:
UNKNOWN ('TRIDENT' IS A NICKNAME, SEE 'APPEARANCE').

FORMER OCCUPATION:
Gladiator

FIGHTING STYLE:
Capa Geria (appears as dance moves to the uneducated eye).

TIME ZONE OF ORIGIN:
2nd Century B.C.

ORIGINAL DESTINY:
Crushed to death in fall of Atlantis, 110 B.C.

BACKGROUND:

An ongoing power struggle between the Atlanteans and the Roman Empire finally came to a head when Atlantis tried to persuade Rome to join forces with them.The Romans wouldn't co-operate. For them, supremacy or oblivion were the only two options. They took the offensive, determined to drive the Atlanteans into the sea. To help them in their fight Atlantean scientists genetically engineered Trident - half human, half amphibian - to take on the opposition. Trident was killed when the Roman forces toppled a gigantic stone pillar onto him. This pillar also held up the Great Dam of Atlantis and with its collapse the sea rushed in and washed all Atlantis away.

APPEARANCE:

Greenish scaled skin, gills and gold pieces of armour (shoulder pad, helmet, wrist bands). Deadly trident in place of his right hand, which he lost in a fight with a shark - hence his nickname.

MANNERISMS:

Arrogant and proud. Often stands perfectly still and unmoving, like a lizard. Needs to be fully immersed in salt water at least once a day.

LIKES:

All seafood and all things to do with the sea. Friendly with Slash, but hates Xavier ever since he heard him speaking in Latin. The other Champions he thinks are mad, except RAX, who he can at least understand.

DISLIKES:

Distrusts all humans at first. Hates Romans from any time zone! Has an unnatural fear of stone pillars.

TRIDENT: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Trident Jab Damage 5%	Head Butt Damage 4%	Fist Jab Damage 3%	Upward Blade Attack Damage 5%	Flying Jab Damage 4%
BUTTON Y	Trident Thrust Damage 8%	Open Palm Punch Damage 7%	Trident Jab Damage 8%	Downward Blade Attack Damage 7%	Upward Flying Attack Damage 8%
BUTTON Z	Trident Slash Damage 9%	Upper Cut Damage 9%	Backslash And Roll Damage 10%	Spinning Blade Damage 9%	Downward Flying Attack Damage 9%
BUTTON A	Handstand Attack Damage 6%	Backward Kick Damage 6%	Squat Kick Damage 5%	Jumping Axe Damage 5%	Forword Knee Damage 7%
BUTTON B	Round-house Kick Damage 10%	Spinning High Kick Damage 10%	Flip Over Attack Damage 9%	Jumping Spin Attack Damage 11%	Flying Front Kick Damage 9%
BUTTON C	Front And Back Damage 12%	Double Close Kick Damage 12%	Crouch Sweep Damage 11%	Massive Round House Kick Damage 13%	Double Footed Flying Kick Damage 12%

SPECIAL MOVES

DEPTH CHARGE FIELD 0%
Buttons X+Y

BIO DRAIN FIELD 0%
Buttons Y+Z

BIO STUN FIELD 0%
Buttons A+B

REPULSER FIELD 5%
Buttons B+C

SPINNING TRIDENT 30%
Buttons X+Y+Z

SLIDING SPINNING TRIDENT 11%
Move back for half a second, forward +Y

PLASMA BOLT 15%
Move back for half a second, forward +Z

LIQUID MODE 0%
Buttons A+B+C

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

RAX

RAX's Cyber Kick

RAX vs. Midknight

FULL NAME:
RAX COSWELL

FORMER OCCUPATION:
Cyber-Fighter

FIGHTING STYLE:
Muay Thai Kick-boxing.

TIME ZONE OF ORIGIN:
24th Century

ORIGINAL DESTINY:
Killed by virus in his body's systems software; Cyberdome 2345 A.D.

BACKGROUND:

Coswell was one of the world's greatest kick-boxers but when the sport was taken over by cybernetically-enhanced humans Coswell could only stay in contention by becoming a cyborg himselfe. His expensive Robotic Artificial Exoskeleton conversion was financed by a well-known crime boss of the time. RAX met his untimely end when the crime boss, wanting to make money on a safe bet, fixed the championship fight at the Cyberdrome by planting a computer virus in RAX's systems software. RAX dropped dead in the third round.

APPEARANCE:

Half man, half machine with several cyber enhancements - robotic sighting device, armour plating, cyber exoskeleton, etc.

MANNERISMS:

Walks with a jerky, robo-gait, accompanied by the electronic hum of his locomotive servo-motors.

LIKES:

He hangs out with Slash and Trident because there is nothing RAX likes better than a good, hard punch-up. This isn't just because he's a bit of a thug, but when his cyber-ehancements go into Combat Mode, it cuts off certain nerve centres that control the constant pain he feels. RAX has developed a crush on Shadow Yamoto and would do anything for her - and she knows it. He is constantly trying to impress her in every way. On the plus side, RAX is fearless, loyal, reliable and a good, tough fighter. He loves Thai food.

DISLIKES:

The constant pain caused by his exoskeleton convserion and implants.

RAX: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Clothesline Punch Damage 5%	Elbow Strike Damage 6%	Crouching Jab Damage 5%	Jumping Jab Punch Damage 7%	Flying Jab Strike Damage 7%
BUTTON Y	[illegible] Cross Damage 6%	Spinning Back Elbow Damage 7%	Crouching Upper Cut Damage 6%	Jumping Upper Cut Damage 8%	Flying Upper Cut Damage 7%
BUTTON Z	[illegible] Back Fist Attack Damage 11%	[illegible] Punch Damage 12%	[illegible] Powered Fist Damage 11%	[illegible] Fist Attack Damage 12%	[illegible] Fist Strike Damage 12%
BUTTON A	Double Round House Kick Damage 5%	Side Knee Strike Damage 7%	Crouch Front Push Kick Damage 6%	Jumping Snap Kick Damage 7%	Leaping Knee Attack Damage 8%
BUTTON B	Mid-Spin Round House Damage 9%	Mid-Section Round House Damage 10%	Low Side Kick Sweep Damage 9%	Jumping Round [illegible] Damage 8%	Leaping Side Kick Damage 10%
BUTTON C	Round House To Head Shot Damage 11%	Triple Face Kick Damage 9%	Jet Powered Sweep Damage 12%	Ground Attack Jet Strike Damage 11%	Double Foot Jet Strike Damage 13%

SPECIAL MOVES

LOCK AND LOAD 10%
Buttons A+B

AIR JETS 0%
Press down for half a second, then up +B

CYBER PUNCH 16%
Buttons X+Y+Z

CYBER KICK 18%
Buttons A+B+C

JET KNEE SMASH 15%
Move back for half a second, forward +C

OVERLOAD 20%
Buttons A+C

TURBINE 0%
Move back for half a second, forward +A

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

MEET *MICHAEL LATHAM,*

PRODUCER OF THE ETERNAL CHAMPIONS...

GENESIS OF THE CHAMPIONS

*Any video game - especially one as complex and big as **Eternal Champions**, doesn't appear out of thin air. It is the product of many months of hard work by a number of people. In the case of E.C. one man, more than any other, was responsible for the look and feel of the game - not to mention coming up with nine of the toughest fighters time has ever known.*

*E.C. Special was able to get this exclusive interview with **Michael Latham** of Sega of America, where the game was developed, along with a unique look at how the characters were designed as well as some that didn't make it to the final game.*

E.C. Special:

How did the concept of Eternal Champions come about?

Michael Latham:

Eternal Champions was a passion product of mine. I wrote the story, created the design and enjoyed every minute of its creation. I had done several other fighting products before, but I really hadn't had the chance to put all the ideas into one product. I loved both *SF2* and *Mortal Kombat*, but I still saw the need for a product that was designed for the home user. I believed that there needed to be a product for players of all numbers and skills.

The training modes and instant replay are really useful if you use them. You will find that you learn better timing, and with the replay mode you can really analyse where you made your technical errors. In addition, I loved the characters. **Eternal Champions** for Sega is more than just a fighting game, it represents a new gaming universe. We plan to develop a wide variety of games and other products based around these characters.

ECS: Who had the idea to do E.C.?

ML: **Eternal Champions** started around 18 months ago. It was decided that Sega needed to expand its fighting category from *Streets of Rage* to another type of fighting game that was similar to *Street Fighter 2*. The first Producer proposed a very basic rip-off of *SF2* that centred around 'Dwarf-beating'! After reviewing this concept it was decided that this wasn't quite the approach we wanted to take! The project was cancelled and all that was kept was the name **Eternal Champions**.

Later I was asked to restart the project from the ground up. I proposed the approach was to create a game different to both *SF2* and *Mortal Kombat*. It would contain the same gameplay qualities, but in all other aspects employ an original approach. The concentration on the design was based around the home player, since the other two games were based on coin-op conversions. Sega liked this approach and took the risk of not just doing a quick knock-off. Since I was going to write the full design, it was decided to keep the project 'at home', within our own internal development group, Sega Interactive.

ECS: How long did it take to develop the game?

ML: As I said, Sega was planning a fighting game about a year and a half ago. Myself and Sega Interactive didn't restart the project until about a year ago. When we did we had to do everything from scratch.

The actual programming and art for the game was finished in eight months which, considering the size of the game, was a very short amount of time. We solved this by having 22 people join the development team in order to meet the challenge. We also had testers actually on-site for over two months. I also would stay for a week at a time in order to write design changes right on-site.

It was a real team experience. On the last month of the project, we actually rented 11 hotel rooms so that the entire team could work around the clock without going home!

ECS: How many people in all were involved in the project?

ML: It's hard for me to figure an absolute grand total. When you do a project like this there is a lot of people who you always forget, even though their help was so important. As I said, Sega Interactive, who did the art and programming for the game, contributed about 22 people to the project. There were also three music teams, which added another 13 people. Then there were two main on-site testers, six additional on-site testers during the last two weeks, 80 Sega testers, four marketing people, ten storyboard artists, and many others. This doesn't even include all the many others that gave ideas, helped with game balance, or told us that certain ideas sucked! For an additional head count, you can check out the credits page of the E.C. manual - which is the largest in Sega of America history!

Variations on a Warlock: From left to right: a young, contemporary Xavier, the 'mini-skirted' Xavier and the final 'sinister' version that made the game.

ECS: Who created the E.C. characters?

ML: In a sense the users did. The characters were created by a unique method we had not used before. We had fortnightly focus groups with kids from all age ranges. Then we created a list of a hundred archetype characters; like pirates, ninjas, gangsters, etc. This list was then voted on and slowly got reduced.

When we got down to 50 archetypes, I started to create character biographies for each of them. Then when we got down to 20 we started to draw primitive sketches. I would write up several costume and move ideas for each character. The kids and testers would then review, pick the best, or add ideas. In the end we had 11 characters that were the top choices. I then completed all the rest of the character information in my design.

ECS: How were the mannerisms of the players decided on?

ML: One trait in successful video games is the need for the character to have distinct mannerisms. After spending half a year writing all the moves and biography information, the characters really became real. I could close my eyes and see these characters moving around and performing their moves. A couple of their mannerisms were also improved by the artists, since they also grew to know the characters well. It really takes a talented crew of artists to make these small mannerisms work. My favourite two are Larcen's coin flip, and the other is Blade's powering on and off of his power cuffs.

ECS: Who chose all the different martial arts in the game and why?

ML: I chose all the martial arts and designed all the moves the characters use.

Since I was a little kid I always loved martial arts. As I said earlier, in my early software career I did several fighting products, including a product by Activision called *Tongue of the Fatman*. This was done before *Street Fighter* was a coin-op and the fighting category wasn't as hot as it is now.

When I started to design **Eternal,** I bought every book and video about martial arts I could find. As I did more research I began to find that there were very many different styles. I then began to pick the unusual ones but I had to make sure that all the styles would be somewhat compatible. There are some fighting styles that are so unique that they would be too difficult to attack or defend with. I also had to pick fighting styles that could support combos. This may not sound hard but many fighting styles don't support moves that easily string together.

ECS: Why did you decide on so many real moves? Was it just a case of trying to outdo SF2?

ML: No, it was because we decided to have all the characters use real martial arts.

In martial arts there is an importance for every move; it can be both defensive and offensive. This is the case with **Eternal Champions**. Every move can be used in multiple ways. Our intention was not to have a better move number than *SF2*, but to instead get a more realistic and imaginative approach to the fighting system. *SF2* is really an awesome game because of the simplicity of its interface and fighting system. This simplicity allows *SF2* its great ability to do a string of combos.

With **Eternal** we choose to emulate a more realistic approach to fighting where moves have greater complexity, while still allowing the ability to string great combos. This subtle difference gives the game two very different feelings. In addition, we used real martial art training tapes for references for the artists. This meant over 30 video tapes were used with each move being time-referenced directly from the videos.

ECS: How did you create all the names for the moves and how long did it take?

ML: As I've already said, many of the moves are actually based on real martial arts. I researched the moves from videos and books. I tried to keep their original names but I sometimes changed them to sound a little more exciting. However I did write all the original names for the special moves.

A few of them changed as the testers came up with even better ideas. This took a lot of time and was constantly being changed as we learned that certain moves needed to be adjusted for game play. The game design manual was over 800 pages long and the moves descriptions took up at least 400 of those pages. We were still coming up with names right up to the final testing of the product.

ECS: How useful are the combo moves? How deep do they go?

ML: Combo moves are very useful. We have developed and discovered a wide variety of combos. The primary difference from *SF2* combos and our combo system is that each of our characters have different ratings. These different strength, damage, equilibrium, and resistance ratings means that each character may be more effective or less effective against another character.

As far as how deep the combos go, we are still looking. Given the complexity of the system, it may be quite a while before we find all the combos and just how deep they go.

ECS: Could you explain how the game's 'intelligence' system works?

ML: The game uses a system called DPA, which stands for Dynamic Play Adjustment. This Artificial Intelligence technique keeps a running analysis of the player's style. As the player continues to play, the DPA algorithm will begin to be able to predict and defend against a player who uses pattern play techniques. This makes **Eternal** very hard to master.

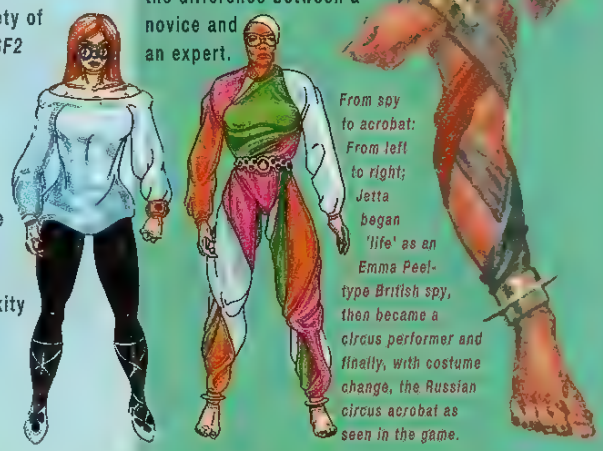
Most people use pattern plays which DPA can defeat. This is not to say that the system doesn't have some weakness. Sometimes the system will fail to protect against the most simple move because it doesn't consider that move a threat over another type of move. When we do the next version, it will be really sophisticated because we will be able to improve this technique even further.

ECS: There are three training modes: Dexterity, Holo-Trainer and Practice. Are they necessary?

ML: They're as necessary as the player wants to make them.

A practice mode is like a piece of exercise equipment. It only helps if you use it enough and use it right. One visit to **Eternal's** training area won't make a difference, but if you work to raise your training scores you will gain better control of your character.

The training modes also teach you to use your core moves rather than just using the specials. Mastery of the core moves is the difference between a novice and an expert.



From spy to acrobat: From left to right; Jetta began 'life' as an Emma Peel-type British spy, then became a circus performer and finally, with costume change, the Russian circus acrobat as seen in the game.

ECS: Are there any different endings or 'Easter Eggs' (secret menu screens) in E.C.?

ML: In **Eternal** each character has a different ending when they are returned to the life that was stolen away from them. As for any hidden features, we were so busy adding options we didn't have a lot of time for 'Easter Eggs'. If you have a Game Genie, you can actually use it to take on other characters as the Eternal Champion. One never knows though, maybe there is something there. If it is, even I don't know about it!

ECS: The game works best with a six-button joypad. Do you see players with three-button pads missing out on the gameplay?

ML: Not really. We allow three-button players to switch between kicking and punching by using the Start button. While this is less convenient than the six-button interface, it still can be mastered. Our testers were able to play the game with either game pad with no difference to their performance.

If I had to pick a favourite, the game really is at its best when you use a six-button pad. It allows the game to be played at its most simple layout, which is good considering the complexity of each character.

ECS: How long do you think it will take to complete the game?

ML: It really varies from player to player. Only 10% of our testers were able to beat the Eternal Champion at the game's end.

When you enter the contest in **Eternal** you enter a really tough challenge. There is no exit or way to change characters. When you choose the Contest mode you are fighting for the life of the character you choose. You must either beat the other contestants or turn off the machine in utter defeat. When you lose you go back two characters, and when you face the Eternal Champion you have only two chances.

This may sound fierce, but when you're fighting for your life, it's no easy task!

ECS: In what ways do you think E.C. is better than *SF2*?

ML: I really try and avoid this comparison. The team who did **Eternal**, including myself, are big *SF2* fans. I used to be the office *SF2* champion, until some testers took me apart.

The fighting techniques and engine for **Eternal** are very different from *SF2*. They have a different feel from each other, including combo systems, special moves, and interface. The real difference is in the game development approach. *SF2* was a direct port of the coin-op game, while **Eternal** was the first game developed for the home user. This difference is apparent in the options offered in **Eternal**. **Eternal** allows three training modes, unlike other games where the only 'training mode' is the endless roll of coins into the slot. There is also a tournament mode that supports between three and 32 people in a few tournament types. In addition, there is an instant replay mode that can play a frame-by-frame replay of the fight, or just the best highlights in any direction. There is also a Battle Room mode that allows the players to configure 18 different projectiles, which can attack the players as they fight. Finally, all the time, speed, match, and other options can be changed in any section of the game.

All these controls, combined with a five-boss ending sequence, makes for an experience tailored for the home user. I wanted the users to feel like we made this game for any experience they wanted to try. I hope that we succeeded in this goal.

ECS: Who is your favourite E.C. character and why?

ML: This is a very tough question since I helped invent all of them! If I really had to choose I would pick Larcen. He was the first character that I created and, at first, the Sega marketing department didn't like him. I kept fighting to keep him alive as we were focus testing. After a few tests, Larcen became the most popular and has stayed that way though the entire process. I like him because he was modelled on a great uncle of mine, who was a chief of police in old Chicago. In addition, the martial arts style of Preying Mantis is a personal favourite of mine.

Three who never made it: These three characters couldn't cut it with Sega's critical 'focus groups' and so never made the final 'cast'.

Two other characters are also very special to me. One is Jetta, who almost was 'killed' due to low scores from the focus groups. Once I gave her the ability to move super fast and the acrobatic background she began to pick up points. During our last focus group, she actually scored higher than Shadow for the first time.

The other character was Xavier. I really loved the character but we could never get his costume right. He always looked like he was wearing a bathrobe, a 'mini-skirt', a pilgrim outfit, or many other inappropriate variations. Albert Co, the project's lead artist, finally solved the problem by giving him the costume he now wears. I really like Xavier because I feel his special moves are most unique.

ECS: Are there any plans for a Special Edition of the game?

ML: It's a little early to talk about this in detail yet but the simple answer is yes.

We actually plan to do a lot with this game and its universe of characters. We are planning a 32-meg version that will have four new characters, plus all new features and moves for the older characters. This version currently is code named *Eternal +*.

We also are planning a CD version, which will be in 3D; a Game Gear version, which will be a combination of side scroll and fighting, and a couple of stand alone games that star Larcen and Shadow. We also have a plan for Saturn, Sega's new 32-bit console project, that will blow people away!

ECS: Could you tell us more about the Mega CD version?

ML: This title will take the two-dimensional world of **Eternal** and allow players to fight in all directions. In addition, we are planning full Cinepak movies of the characters being rescued from their deaths, the win sequences, and a loss sequence which shows all the losers being returned to their death. All Cinepak animations will be done on Silicon Graphics machines. It will also have 3D audio.

ECS: Now the game is complete and out, how do you feel about all your hard work?

ML: Myself and Sega Interactive are very proud of **Eternal Champions**. While there are many things we will enhance and change for a future version, we feel that the game represents an excellent first effort and brings some originality to a market full of clones and knock-offs.

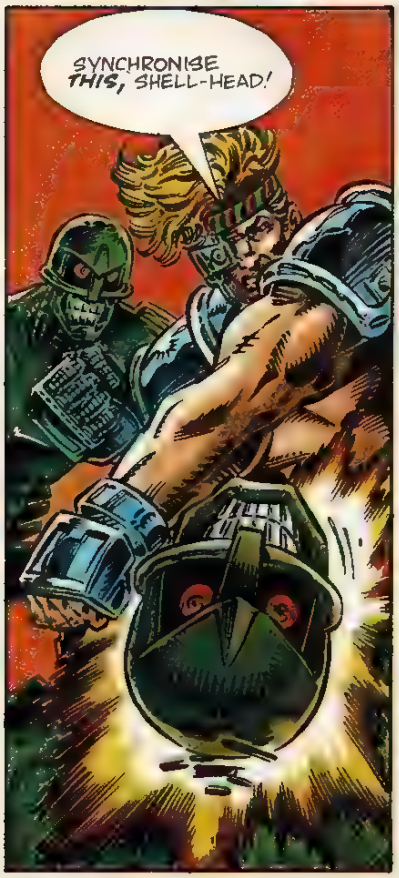
ETERNAL CHAMPIONS REALITY CHECK

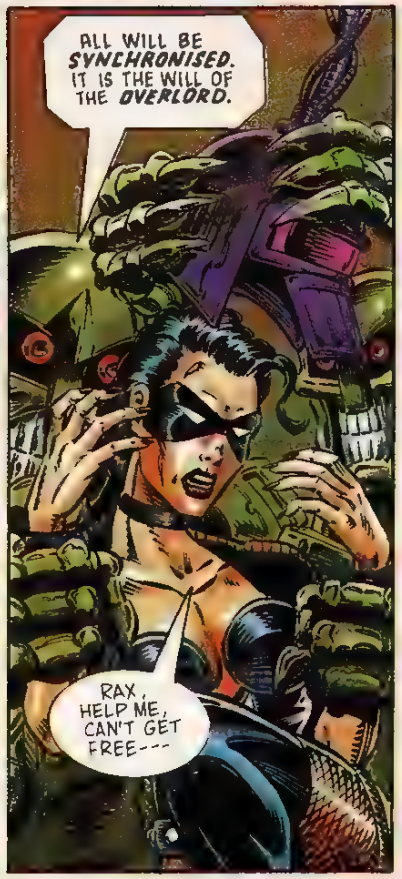
IN THE FAR FUTURE, RAX COSWELL BATTLES SHADOW YAMOTO WITH ONLY VICTORY IN MIND---
OK, SHADOW, SEE IF YOU CAN HANDLE MY LOCK AND LOAD ATTACK!
ARRGH!
---VICTORY, AND THE PRIZE IT BRINGS.
---SO NOW YOU'VE GOT TO COME OUT WITH ME.
THAT WAS THE BET, RIGHT?
RAX, I AGREED TO THIS BATTLE FOR TRAINING PURPOSES ONLY.
THE ETERNAL CHAMPION'S PURPOSE IS HARDLY SERVED BY EVENINGS OUT ON THE TOWN!
ON THE CONTRARY, SHADOW. TIME AWAY FROM FORTRESS ETERNITY WOULD DO YOU BOTH GOOD.
IT IS IMPORTANT FOR YOU TO SEE THE KIND OF WORLD THE OVERLORD HAS CREATED.
THE SOCIETY THAT YOUR BATTLES THROUGH TIME MAY YET PREVENT.

LATER, IN THE CITY---
GEE, SHADOW, NEVER DREAMT THE OLD TIMER WOULD BE ACTING AS 'MATCHMAKER!
HE HAS NO MORE ROMANCE IN HIS MIND THEN I, COSWELL. NOW STAY ALERT.
THIS IS THE PLACE HE MENTIONED- THE DREAM BANK.
THE DREAM BANK
HUH! SOME NITESPOT! I'VE SEEN MORE ACTION IN A CEMETERY!
IN TOKYO, IN MY TIME, WE HAVE KARAOKE BARS AND VIDEO ARCADES, BUT THERE EVERYONE IS FILLED WITH LAUGHTER AND LIFE.
HEY, BARMAN! WHAT'S A GUY GOT TO DO TO GET A DRINK AROUND HERE?
ALL REFRESHMENT COMES FREE, COURTESY OF THE OVERLORD.
THESE PEOPLE ARE DEAD TO THE WORLD.
WHAT--?
WAS IT SOMETHING HE ATE?
THIS IS NO JOKE, RAX. HE'S BEEN IMMERSED IN VIRTUAL REALITY SO POWERFUL HE HAS HAD NO CONCEPTION OF HIS LIFE OR DEATH.
THE OVERLORD PROVIDES FOR EVERY NEED. HUMAN THOUGHT AND IMAGINATION ARE REDUNDANT WHEN THEY ENTER THE DREAM BANK.
AND IF THEY REFUSE?

ALL FLESH UNITS WILL SPEND THEIR LIVES IN SYNCHRONISATION WITH THE OVERLORD IN THE DREAM BANK.
NO-ONE WILL REFUSE!

RAX, TAKE THEM!
WAY AHEAD OF YOU!


SYNCHRONISE THIS, SHELL-HEAD!


ALL WILL BE SYNCHRONISED. IT IS THE WILL OF THE OVERLORD.
RAX, HELP ME, CAN'T GET FREE---

WAIT--- IT'S SO-
IT'S SO PEACEFUL---

NOW YOU SEE THE WONDER OF THE DREAM BANK. SHE WANTS FOR NOTHING.
SHE WANTS OUT!
HERE'S WHERE THE DREAM BECOMES A NIGHTMARE!
KKRANGG!!
SORRY ABOUT THAT, BABE, BUT YOU'LL THANK ME IN THE MORNING!
IT--- IT WAS LIKE A NARCOTIC FOR THE MIND. INSIDE THE DREAM BANK, THE REAL WORLD CEASES TO EXIST.
THIS IS HOW THE OVERLORD HAS TAKEN AWAY THESE PEOPLE'S HUMAN SPIRIT.
THAT'S NOT ALL, SHADS. THESE GUYS AIN'T JUST AFTER OUR SPIRIT. THEY'RE OUT FOR BLOOD!
NO!
ZZZKKK
THE OVERLORD'S VIRTUAL REALITY IS NOTHING BUT DIGITISED ILLUSION!
HUMAN DREAMS AND IMAGINATION ARE WORTH MORE THAN THIS!
MAIN
V.R. SWITCH
ON
OFF
TAK!

RELEASE THEM FROM THEIR DEVICES, RAX.
LET US SHOW THEM REALITY!
COME ON GUYS! THIS AIN'T NO INTER-ACTIVE MOVIE ANY MORE! THIS IS LIFE OR DEATH!
YEAH, WASTE THE ANDROIDS.
WHA--? WHERE AM I?
NO WORRIES, SHADOW. I RECKON THE DREAM BANK CONSOLE HAS CONTROL OVER THEM.
THE ANDROIDS ARE OUTNUMBERED, BUT THEY ARE STRONG.
NO. THE DREAM BANK MUST NOT BE HARMED! YOU WILL NEVER DESTROY THE DRREEEEARTTZzzt--
IN YOUR DREAMS!
SMASSH!
THE PEOPLE WILL RECOVER ONCE THEY'VE HAD TIME TO ADJUST TO REALITY AGAIN.
BUT STILL THE OVERLORD HAS CONTROL ACROSS SPACE AND TIME. THE ETERNAL BATTLE CONTINUES.
THE END.

CHAMP STATS

XAVIER

Xavier s Dragon Trap

Xavier vs. Shadow

FULL NAME:
XAVIER PENDRAGON

FORMER OCCUPATION:
Scientist/Alchemist

FIGHTING STYLE:
Hapkido Cane fighting

TIME ZONE OF ORIGIN:
17th Century.

ORIGINAL DESTINY:
Burned at the stake as a warlock; Salem, Massachusetts, 1692 A.D.

BACKGROUND:

Xavier's only love was science. After failing as a blacksmith, Xavier had to find a new career. Alchemy seemed a good alternative. He worked on the age-old problem of turning base metal into gold but instead discovered the secret of an unlimited and clean-running energy source. Before he could pass on his findings to future generations, however, he was denounced as a warlock by the superstitious people of his time and burned at the stake.

APPEARANCE:

Xavier wears voluminous hooded robes and carries a snake/dragon staff and looks like some kind of medieval wizard most of the time. Add to that the pale skin and elf-like ears, it's not surprising the people of Salem thought he was a warlock and wanted to burn him at the stake.

MANNERISMS:

Xavier moves with grace and style, like a dancer. He thinks of himself as elegant and distinguished - others say he is arrogant and self-opinionated. He does have a certain dignity, however.

LIKES:

Although garrulous and a bit of a know-it-all he is a brilliant scientist and alchemist. He and Midknight are close friends (well, the closest thing to friends that these two characters could ever get!). Midknight is fascinated by Xavier's work with energy systems and Xavier is fascinated by bio-chemistry and genetics. Their mutual love of science has brought them together. Xavier likes hot, spicy food.

DISLIKES:

Xavier is terrified of fire - especially of being burned alive. He also hates horses and anything to do with them. Xavier has little time for the ignorant or untutored, he is impatient and full of nervous energy, always wanting to get on with his next task. He has contempt for all the other heroes especially Slash and Trident.

XAVIER: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Solar Plaxus Poke Damage 5%	Double Mid Sec Strike Damage 8%	Double Handed Staff Strike Damage 4%	Downward Staff Attack Damage 6%	Flying Down Staff Attack Damage 6%
BUTTON Y	Spinning Back Strike Damage 9%	Double Handed Staff Strike Damage 8%	Leg Pull Sweep Damage 10%	Helicopter Attack Damage 9%	[illegible] Damage 11%
BUTTON Z	[illegible] Blade Damage 10%	Close-in Flurry Attack Damage 11%	Leg Pull Sweep Damage 10%	Helicopter Attack Damage 9%	Flying Rotar Attack Damage 11%
BUTTON A	Stomp Kick Damage 4%	Knee Strike Damage 6%	Side Kick Damage 4%	Leaping Side Kick Damage 5%	Flying Side Kick Damage 5%
BUTTON B	[illegible] Damage 8%	Crescent Kick Staff Damage 7%	[illegible] Damage 7%	Leaping Crescent Kick Damage 7%	Flying Crescent Kick Damage 8%
BUTTON C	Spinning Around Forward Kick Damage 9%	Lift And Kick Damage 10%	Centre Point Spin Damage 10%	Leaping Axe Kick Damage 8%	Flying Axe Kick Damage 9%

SPECIAL MOVES

DRAGON TRAP 15%
Move back for half a second, forward +Z

SNAP BACK 8%
Move back for half a second, forward +X

IDENTITY CHANGE 0%
Buttons X+Y+Z

MIDAS TOUCH 0%
Buttons B+C

ATTRACT AND SMACK 12%
Buttons A+B+C

SWAP SPELL 0%
Buttons X+Y

CONFUSION SPELL 0%
Buttons A+C

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

JETTA

Jetta's Flying Choke Hold

Jetta and Blade in the Battle Room

FULL NAME:
JETTA MAXX

FORMER OCCUPATION:
Circus acrobat

FIGHTING STYLE:
Savata/Pencak Silat

TIME ZONE OF ORIGIN:
19th Century (late).

ORIGINAL DESTINY:
Killed in mysterious circus 'accident'; China, 1899 A.D.

BACKGROUND:

Born in Russia, Jetta was active as a revolutionary, plotting against a tyrannical Tsar. She was forced to flee to Indonesia, where she learnt Pencak Silat to add to her knowledge of Savate. Going undercover as a circus acrobat in China, she met with other revolutionaries and planned a return to Russia. However, agents of the Tsar caught up with her in China, and arranged for her untimely death in a circus 'accident'.

APPEARANCE:

Blonde and beautiful, dressed as circus acrobat with additional razor-sharp discs at wrists and ankles.

MANNERISMS:

Cold and distant, but also efficient and business- like.

LIKES/DISLIKES:

Strong, idealistic and fanatical about fulfilling her mission. She has formed an attachment to Larcen Tyler, who is also an idealist. Hates monarchists, kings, queens, or any despotic tyrants. She developed a fear of heights following her 'death' in the circus. She dislikes Slash, who seems brutish towards her. She utterly hates Midknight and cannot see him as anything other than a vampire.

JETTA: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Snap Punch Damage 5%	Chicken Strike Damage 4%	Backflip Attack Damage 5%	Jumping Snap Punch Damage 4%	Flying Wing Spread Damage 6%
BUTTON Y	Palm Heel Strike Damage 8%	Elbow Strike Combo Damage 9%	Wing Spread Bracelet Damage 9%	Jumping Palm Heel Strike Damage 8%	Flying Palm Strike Damage 9%
BUTTON Z	Ridge Hand Strike Damage 10%	Praying Hand Attack Damage 11%	Massive Upper Cut Damage 11%	Spin Hammer Fist	Double Fist Air Dive Damage 12%
BUTTON A	Low Coup De Pied Bas Damage 5%	Med Fodette Median Kick Damage 4%	Back Bend Double Foot Damage 4%	Jumping Spin Kick Damage 6%	Flying Forward Kick Damage 5%
BUTTON B	Frontal Chasse Kick Damage 8%	Spiral Kick Damage 9%	Low Sweep Damage 8%	Somersault Kick Damage 9%	Flying Floating Kick Damage 9%
BUTTON C	One Handed Cart Kick Damage 12%	Straight Reverse Kick Damage 10%	Spin Sweep Damage 11%	Floating Kick Damage 10%	Flying Frontal Chasse Damage 11%

SPECIAL MOVES

FLYING CHOKE 15%
Move back for half a second, forward +Z

PHASE 0%
Hold buttons X+Y+Z for a second

RESONATE 0%
Buttons A+C for half a second while phased

RICOCHET 12%
Press down, up and button A for 1 second

BLADERANG 10%
Move back for half a second, forward +X+Z

CEILING GRAB 0%
Press down for half a second, forward + button Y

DEATH DIVE 20%
Button C

MOVING CORKSCREW
Buttons A+B or B+C

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

SLASH

Slash's Battle Up Club Swing

Slash vs. Jetta

FULL NAME:
UNKNOWN (AND PROBABLY UNPRONOUNCABLE!)

FORMER OCCUPATION:
Prehistoric hunter.

FIGHTING STYLE:
Pain!

TIME ZONE OF ORIGIN:
Prehistoric

ORIGINAL DESTINY:
Stoned to death by own tribe; approx 699 B.C.

BACKGROUND:

Smarter than the rest of his pre-human tribe, Slash discovered the use of fire. Fearing his power the elders of his tribe proclaimed him to be an evil force, and he was stoned to death.

APPEARANCE:

Huge, hulking ape-man, dressed in the skins of creatures he has slain in single combat.

MANNERISMS:

Gruff and rude. Picks his nose/teeth, etc., in public. Growls a lot.

LIKES:

Slash is fascinated by fire. Whenever he sees fire, he will often stop what he is doing and gaze at the flames for hours. Loves to inflict pain on his enemies, which he does with great skill and gusto. He has become a good friend of Trident the Atlantean. As both are not quite human, it is only natural they should hit it off. Slash is very fond of Jetta Maxx - unfortunately she doesn't feel the same way about him. He gets on well with RAX (both enjoy fighting).

DISLIKES:

Midknight and Xavier - intently!

NOTES:

Deceptively intelligent (for a prehistoric human!) Slash is not phased by the modern technology he encounters in the far future. To him it is just another enemy to be conquered.

SLASH: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Upward Club Strike Damage 6%	Rear Cross Punch Damage 5%	Open Finger Punch Damage 5%	Jumping Upward Club Damage 6%	Flying Palm Attack Damage 7%
BUTTON Y	Downward Club Strike Damage 8%	Rear Hook Punch Damage 9%	Forward Club Strike Damage 7%	Jump Downward Club Damage 8%	Two Handed Club Block Damage 10%
BUTTON Z	Sideways Club Strike Damage 12%	Upper Cut Punch Damage 11%	Big Club Sweep Damage 12%	Jumping Sideways Club Damage 11%	Rocket Club Attack Damage 13%
BUTTON A	Rear Leg Hook Sweep Damage 6%	Knee To Abdomen Damage 5%	Foot Stomp Damage 6%	Jumping Knee To Abdomen Damage 5%	Flying Spin Attack Damage 8%
BUTTON B	Vertical Kick Damage 9%	Push Kick Damage 7%	Shin Smash Damage 8%	Jumping Push Kick Damage 8%	Two Handed Club+Knee Damage 10%
BUTTON C	Hardened Foot Kick Damage 11%	Side Kick Damage 9%	Big Club And Leg Sweep Damage 12%	Jumping Side Kick Damage 11%	Flying Side Kick Damage 12%

SPECIAL MOVES

MASSIVE CLUB SWING 6%
Buttons X+Y+Z

DOUBLE FOOTED SWING KICK 14%
Buttons A+C

DE-CLAW 12%
Move back for half a second, forward +Z

POWER THUD CLUB SWING
Dazes opponents, Buttons Y+Z

SPINAL CRUSH 4% (PER SMASH UP TO 16%)
Forward +Y

RUNNING HEAD BUTT 15%
Move back for half a second, forward +C

BAT BACK PROJECTILE 0%
Buttons X+Y just before a projectile hits

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

MIDKNIGHT

Midknight's Life Drain

Slash vs. Midknight

FULL NAME:
MITCHELL MIDDLETON KNIGHT

FORMER OCCUPATION:
Scientist (biochemist)

FIGHTING STYLE:
Aikido

TIME ZONE OF ORIGIN:
20th Century.

ORIGINAL DESTINY:
Heart pierced by magnesium stake; London, 2101 A.D.

BACKGROUND:
Born in 1967, into money, Mitchell originally worked at his family's sophisticated DNA research labs. There, obsessed with the idea of preserving youth, he eventually created a new serum predicted to allow humans to live for hundreds of years. To test the serum, Mitchell needed government approval but the government of the day only wanted the serum for destructive purposes, as a chemical weapon. Mitchell fled with his serum, but he was caught and injected with a version of his own formula and unexpectedly transformed into a vampire-like creature. He escaped to England and took on the name of Midkinight. For over 130 years he lived in the City of London, trying desperately to find a cure both for himself and for the millions who'd been contaminated during a Third World War. On principal, he refused to renew his life energy by killing another person so gradually his body rotted away, though his face remained intact. He was about to perfect a cure when an agent from the government tracked him down and put an end to him, driving a magnesium stake through his heart.

APPEARANCE:
Regal and a dignified bearing, his face is cleanly handsome. However, the rest of his body appears to be in an advanced state of decay - and his eyes are red.

MANNERISMS:
If you could gaze at Midknight's frightening red eyes for long enough, you would notice he never blinks. He is studied and careful in his movements, reserved and thoughtful.

LIKES:
He loves fresh blood, if he can get it without harming anyone. He hangs around with Xavier - together they work on various projects when they can. Xavier is the only Champion Midknight speaks to other than polite courtesies.

DISLIKES:
Midknight hates the sunlight, and will only go out during the day if he has to. He also hates garlic and is uncomfortable in the presence of crosses (this last dislike is largely psychological as Midknight is not a true vampire). He is a brilliant scientist, but has sworn never to work with magnesium again, since his unfortunate encounter with the magnesium stake. Midknight keeps himself to himself. Indeed, most people would have it no other way, for Midknight makes people uncomfortable - what with the rotting flesh, fangs and blood-red eyes. Xavier, of course, rather enjoys this side of Midknight's character.

NOTES:
Midknight constantly yearns for fresh human blood, but controls his urge with an iron will, for he has sworn never to kill a person for their blood.
Sometimes, his vampiric side becomes too strong and he will lose control momentarily; his eyes will redden and his fangs extend. He has never lost complete control - yet.

MIDKNIGHT: THE

	Stand Still	Close To	Crouch	Jump Up	Jump At
Button X	Full Force Back Slap Damage 6%	Double Palm Push Damage 8%	Crouching Palm Push Damage 7%	Leaping Back Slap Damage 8%	Flying Palm Push Damage 10%
Button Y	Twirling Fan Hand Damage 8%	Double Uppercut Damage 9%	Double Spiral Water Punch Damage 9%	Leaping Double Uppercut Damage 10%	Flying Fan [illegible] Damage 9%
Button Z	Tiger Slash Damage 10%	[illegible]	Full Body Uppercut Damage 11%	[illegible]	[illegible]
Button A	Side Kick Damage 5%	Head High Kick Damage 7%	Crouching Side Kick Damage 6%	Leaping Head High Kick Damage 5%	Flying Side Kick Damage 8%
Button B	Side Hook Kick Damage 7%	Crescent Kick Damage 8%	Floor Kick Damage 8%	Leaping Crescent Kick Damage 9%	Flying Crescent Kick Damage 8%
Button C	Lighting Kick Damage 9%	Rapid Forward Kick Damage 11%	Power Spin Damage 10%	Leaping Side Hook Kick Damage 9%	Jumping Axe Kick Damage 10%

SPECIAL MOVES

LIFE DRAIN A SIXTH OF ENEMIES LIFE GUAGE
Forward X+Y+Z

CEILING RAM 8%
Press down for half a second, then up + C

BEDAZZLE 0%
Buttons X+Y+Z

DISPEL 0%
Buttons A+B +C

MIST ATTACK 5% PER HIT, UP TO 15%
Buttons A+C

FLYING WALL SMASH 13%
Move back for half a second, forward +Z

OVERHEAD STOMACH PUNCH 18%
Forward +A+B+C if within throwing distance

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

CHAMP STATS

BLADE

Blade's Tracking Blade

Blade vs. RAX

FULL NAME:
JONATHAN BLADE

FORMER OCCUPATION:
Bounty Hunter

FIGHTING STYLE:
Kenpo

TIME ZONE OF ORIGIN:
21st Century

ORIGINAL DESTINY:
Killed by deadly bacteria from smashed vial; New Chicago, 2030 A.D.

BACKGROUND:

Born in Syria, raised in Africa, Officer Jonathan Blade was dedicated to the extreme, working some of the meanest parts of New Chicago. He had, however, one small problem: his temper. After almost getting killed several times by a suspect during a case, Blade finally caught up with him. The suspect again tried to terminate Blade, who side-stepped the laser shot and grabbed the suspect. Being only human Blade was out of patience. He proceeded to thrash the suspect nearly to death. The suspect survived and sued the department. Blade was hired to 'hush up' the scandal, and ended up moving back to Syria to become a Bounty Hunter.

His final case dealt with a rogue scientist who had escaped a government bio-weapons lab. In a stand-off, the scientist was threatening to smash open a vial containing a virus that would kill ninety-five per cent of the Earth's population if the Syrian government didn't stop all bio-research. The government hired Blade to safely retrieve the vial. Blade agreed on one condition; that the government wouldn't interfere. They agreed.

Blade cornered the scientist in an alley and radioed that he had agreed to give up the vial peacefully. Government agents who had followed Blade took this moment to make their move. Laser shots filled the alley. The last thing Blade saw before he died was the smashed vial that had once contained the virus.

APPEARANCE:

Tall and very intimidating. Blade wears a distinctive outfit that almost screams "take me on - if you dare!" High-tech 21st century weaponry such as stun beams and tracking blades make Blade one bounty hunter you don't escape from.

MANNERISMS:

His temper. Usually he manages to keep it in check - just. But if Blade blows you don't want to be within five miles of him!

LIKES/DISLIKES:

None that he will admit to.

BLADE: THE MOVES

	Stand Still	Close To	Crouch	Jump Up	Jump At
BUTTON X	Running Fist Damage 8%	Swirling Hands Damage 7%	Crouch Elbow Damage 6%	Leaping Spear Damage 7%	Flying Spear Damage 8%
BUTTON Y	Backfist Spin Damage 10%	360 Spin Fist Damage 11%	Double Fist Punch Damage 6%	Leaping Sword Strike Damage 7%	Flying Sword Strike Damage 8%
BUTTON Z	Double Mace Fist Damage 14%	Flurry of Fists Damage 12%	Slapping Push Hands Damage 11%	Spinning Hammer Fist Rake Damage 13%	Flying Iron Palm Damage 12%
BUTTON A	Forward Kick Damage 7%	Knee Strike Damage 8%	Crouching Forward Kick Damage 7%	Leaping Spear Kick Damage 8%	Flying Spear Kick Damage 8%
BUTTON B	Step Kick Damage 11%	Spear Kick Damage 11%	Forward Double Kick Damage 10%	Leaping Snap Kick Damage 10%	Flying Snap Kick Damage 10%
BUTTON C	High Kick Damage 13%	Spinning Round House Damage 14%	Crouching Back Kick Damage 12%	Adaptive Spin Round House Damage 13%	Full Force Attack Damage 14%

SPECIAL MOVES

STUN BEAM 0%
Move back for half a second, then towsrd the opponent and button Z

PERSONAL SHIELD 0%
Buttons X,Y,Z at the same time

TRACKING BLADE 15%
Move back for half a second then forward and buttons X+Y

STRAIGHT BLADE 15%
Move back for half a second, then forward buttons Y+Z

PROJECTILE CONTAINMENT FIELD 0%
Buttons A+B

WILD FURY ATTACK UP TO 20%
Buttons A+B+C

BACKFIRE 0%
Buttons A+C

POWER DRAIN 0%
Move back for half a second, then forward and button C

INSULT
Buttons X+Z
Taunts the opponent with gestures and body moves

WORDSEARCH

Look for:

Biker Mice from Mars, Modo, Throttle, Greasepit, Charley, Limburger, Vinnie, Big Eye, Weasel, Lectromag, Dr Karbunkle.

S	E	D	P	A	D	A	L	B	A	M	N	G	O	C	P	D	E	F	L
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ETERNAL CHAMPIONS

BRAINS & BRAWLS

FORTRESS OF ETERNITY. PRE-MAN HUNTER SLASH FACES COMBAT TECHNOLOGY FROM THOUSANDS OF YEARS INTO HIS FUTURE :
THE TRAINING MODES OF THE BATTLE ROOM.
VSSHH!
ZZOW!
KRAMM!
ARRGH!
XAVIER! I HEARD SCREAMS OF PAIN! WHAT IS HAPPENING ?
'TIS THE APE CREATURE. HE HAS BEEN TRAPPED IN THE ROOM FOR SOME LONG TIME NOW. THE BEAST KNOWS NOT HOW TO FREE HIMSELF.
BUT HE IS IN DANGER! WE MUST RELEASE HIM. OPEN THE DOOR!

SLASH! STAY CALM. WE ARE HERE TO HELP.
KPOW!
GOLDEN HAIR?
ZAK!
VSSHH!
THE INSTRUMENTS SAY SLASH HAS BEEN FIGHTING HERE FOR ALMOST FIVE HOURS!
IT COULD BE TOO MUCH FOR HIM.
UGGH!
PAH! IF HE CANNOT DEFEAT THE CONTROLS OF THE BATTLE ROOM, HOW CAN HE HOPE TO DEFEAT THE MENACE OF THE OVERLORD.
THE MED WARDS, LATER
SLASH COMES FROM A TIME BEFORE MACHINES OF ANY KIND. I CANNOT BELIEVE XAVIER WOULD LEAVE HIM AT THEIR MERCY.
THEIR MUTUAL ENMITY IS DUE IN PART TO THE MANNER OF THEIR DEATHS
XAVIER WAS BURNT AT THE STAKE AS A WARLOCK AND IS TERRIFIED OF FIRE. YET SLASH WAS FASCINATED BY IT, AND DISCOVERED FIRE FOR HIS TRIBE.
YOU HAVE REQUESTED MY PRESENCE, CHAMPION?

I HAVE DEMANDED IT, XAVIER. I HAVE RESCUED YOU ALL FROM DEATH TO CO-OPERATE WITH EACH OTHER. WHY LEAVE SLASH TO FIGHT.
TO REVEAL HOW PITIFUL IS HIS BRAIN POWER
RAH! YOU LEAVE SLASH TO DIE! NEEDED HELP!
WHA ?
THEN WHAT PURPOSE CAN YOU SERVE TO THE ETERNAL CHAMPIONS? A WARRIOR FIGHTS ON HIS WITS, BLENDING COMBAT WITH THE ARTS OF MAGICK AND SCIENCE.
ARRGH!
YET ALL YOU CAN OFFER IS THE VIOLENCE OF THE BEAST UNNGH!
CAN SMASH PAST WIZARD ANY DAY!
ENOUGH.
THE BALANCE OF GOOD AND EVIL IS NOT SERVED BY THIS FIGHTING. WE WILL FIND A SOLUTION.

LATER
JEEZ! SIMPLIFYING THE CONTROLS FOR SLASH IS LIKE TEACHING A BABY TO PROGRAM A NEURAL COMPUTER.
HE HAS SKILLS AND ABILITIES THE REST OF YOU DO NOT SHARE. HE IS A NATURAL HUNTER AND AN INSTINCTIVE WARRIOR. THE NEW MECHANICS WILL HELP HIM
AND LOCATING THE OVERIDE ON THIS SIDE OF THE DOOR WILL MEAN NO-ONE CAN BE TRAPPED WITHIN.
SLASH UNDERSTAND ME THINKS.
UH?
ERROR
PAH! THE OGRE CLEARLY LACKS THE WIT TO CONTROL THIS SIMPLE MAGICKAL DEVICE. WE WILL NEVER WORK TOGETHER AS A TEAM!
XAVIER!
BUT IF THAT IS NOT TO BE, THEN LET US AT LEAST SHARE THE DIGNITY OF COMRADES-AT-ARMS.
HMMM. WIZARD SAYS 'COMRADES'

BUT HE STILL BELIEVE SLASH NOT SMART ENOUGH FOR CHAMPIONS.
PUT ME DOWN, IMBECILE.
RARGGH!
WHA..?
GRNT. SET BATTLE PARAMETERS. UGGH. SET COMBAT DURATION. GRRR.
TAP TAP!
"NOW WIZARD HAVE PLENTY TIME TO SEE WHAT SLASH LEARN."
FWOOSH!
"DOOR NOT OPEN TILL SUNSET. HURR! HURR!"
YOU BRAINLESS DOLT! COME SUNSET YOU'LL SUFFER AT MY HANDS!
BLAM!
SWOOSH!
B-DOOM!!
WIZARD HAVE TO GET UP VERY EARLY TO OUTSMART SLASH!
THE END.

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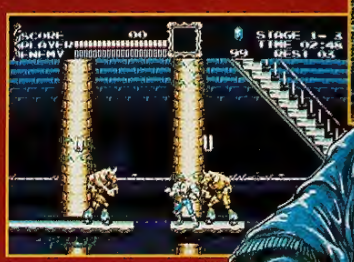

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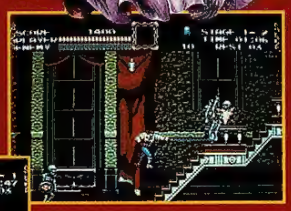

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